Subject: Re: DDS for GDI floor?
Posted by EA-DamageEverything on Thu, 10 Jul 2008 23:10:15 GMT

All I can say is that the original file comes in 223x256 and as I tried 256x256 (which LE still recommends after loading it!), I got the well-known black replacement ingame.

Another example, take the Airstrip floor which also changes the HoN ramps. Originally it's gd_metl.tga in 128x128 (24bit as usual) and weighs 64 k. Anything other than that produces the black hole, even if it's TGA and 128x128.

This is what I experienced.